

# MilAtari LIMITED EDITION

Volume X Issue 7 July/August 1991 • The Newsletter of choice for Milwaukee Area Atari Enthusiasts since 1981

## Site of the 1991 MilAtari Picnic

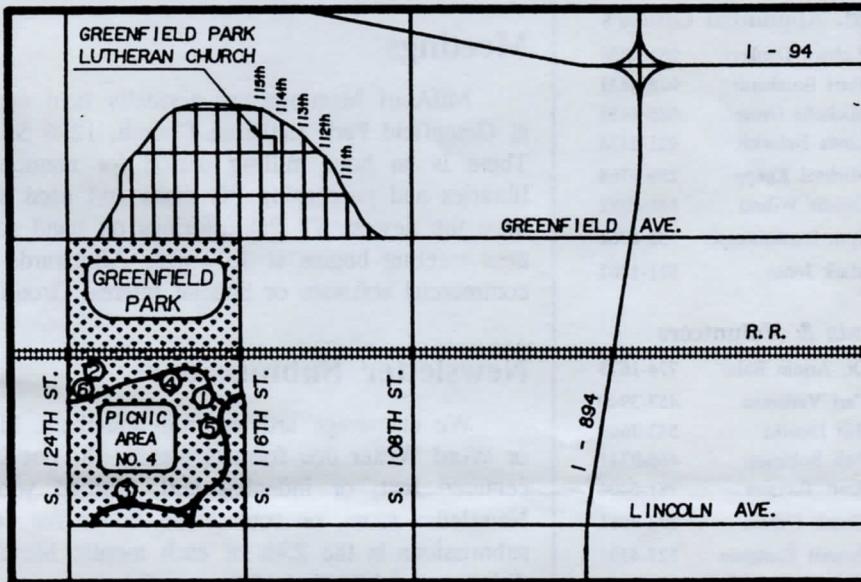
August 17, 1991

Greenfield Park, Picnic Area 4  
NOON

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Map drawn with DynaCADD and plotted on HP DraftMaster  
*by David Gross*

### This month:

#### General Meeting:

Saturday, July 20, Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St.

#### Executive Board Meeting:

Sunday, July 28, 7:00 p.m.  
Shakey's  
9638 W. National Ave.

#### Next Month:

#### Annual Picnic:

Saturday, August 17

### Inside this issue:

- Presidential Ruminations
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- ST Public Domain Update
- 8-Bit PD New Releases
- Editor's Choice - Radical Type
- MilAtari Ltd. Bulletin Board  
(Club Information)

**MilAtari Ltd.**  
 The Milwaukee Area  
 Atari Users Group  
 Post Office Box 14038  
 West Allis, WI 53214

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For information on placing ads, please write to the Newsletter Editor at the above address, or call (414) 628-4435. Submissions are encouraged and due by the 25th of each month.

#### MilAtari By-Laws, Sec. XII, Art. 1

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## MilAtari Ltd.

Established 1981

## Club Information

### Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are \$20.00 for individuals or \$25.00 per family. Membership includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries and The Resale Shop.

### Meetings

MilAtari Meetings are normally held on the third Saturday of each month, at Greenfield Park Lutheran Church, 1236 S. 115th St. Our doors open at noon. There is an hour milling period for members to socialize while browsing the libraries and purchasing PD disks and used software from the Resale Shop. We have the newest ST PD offerings on hand for demonstration as well. The Business meeting begins at 1:00 p.m. Afterwards there is time for demonstrations of commercial software or Special Interest Group gatherings (SIGs).

### Newsletter Submissions

We encourage articles from members. Please submit your articles in ASCII or Word Writer doc formats please. **Do not** insert fancy formatting such as tabs, centered text, or indented text. Upload your submission to the BBS in the Newsletter room, or contact the Editor for other arrangements. The deadline for submissions is the 25th of each month. Members who submit receive a free PD disk upon publication of their article.

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**Presidential Ruminations**

**Vol\*un\*teer (vol'en ter'), n. a person who voluntarily offers himself for a service or undertaking; a person who performs a service of his own free will.**

--The Random House Dictionary

## **WE NEED VOLUNTEERS!**

The success of MilAtari can only depend on the amount of help that we get from the membership. GEN CON will be held in downtown Milwaukee at the MECCA Convention Center on August 8th through the 11th. We need volunteers for set-up (either August 6th or 7th) and on all 4 days of gaming. For anyone that hasn't been to "The worlds largest gaming convention," you're in for a

**GEN CON '91  
MECCA Convention  
Center  
August 8th through  
the 11th**

treat! The best way that I could describe GEN CON would be to call it a gamer's fantasy come true! Imagine it: anywhere from 10,000 to 15,000 people, all with gaming in mind! TSR, the company that made "Dungeons and Dragons" a household phrase, hosts GEN CON.

This will be our 4th year attending GEN CON with every year getting bigger and better. This year we hope to have 2 full Midi Maze rings (the #1 computer event at GEN CON), a full open gaming area with up to 20 STs and a demo area with 12 LYNXs which will be used in the same way we use the STs for open

gaming. As I stated above, we need people to help run these events. The rewards for helping out benefit both you and the club. You benefit by being able to roam throughout GEN CON and observe any of the over 1000 gaming events, or wander through the Great Hall. Considering the great selection of games available, it's well worth it! MilAtari earned extra money for our treasury last year and received generous donations of software from several vendors. Mr. Bob Brodie attended last year's event and is hoping to return this year.

What is Midi-Maze? Well, think of the classic game PacMan, only without ghosts or pills. Sounds boring? Well, one thing I haven't mentioned is that instead of looking down on the maze, try imagining playing it from IN the maze from PacMan's point of view! You also have company! In the same maze there are 15 other other PacMen! All 16 people play the same game at the same time using the computer that they are sitting at. What each of them sees on their monitor is the inside of the maze from their PacMan's point of view! Oh, one more change from the classic Pac-Man; in Midi Maze the object of the game is to fire at the other PacMen. What you see in front of you is where you can fire. Each PacMan can take 3 hits from other players. After 3

hits you disappear for a few moments and then reappear randomly in another part of the maze. Every time you stun another player you advance a note on the scale that is shown on your monitor. The first player to go all the way up the scale wins that round. Playing time is 50 minutes, with about 40 minutes of actual competition, so there's time for plenty of rounds. The player with the most wins is declared the winner.

This month's newsletter is a two month newsletter. Summer is usually a slow time of the year in computing, so to cut costs we have combined July and August into one.

Finally, our picnic is on August 17th at Greenfield Park in Area 4. We will supply the meat, soda, beer and prizes. Bring your favorite dish to pass and come enjoy all of the above.

Best wishes from your Board of Directors for a safe and happy summer!

Lee



**Atair News & Info**

# Atari Sells Taiwan Plant WordPerfect Update & More!

**WORDPERFECT REQUEST**

Ataris' developer man, Bill Rehbock, has asked Z\*Net to clarify what he is looking for in support for a new revision of WordPerfect. The company is hesitant to release version 5-point-something because of fears of insufficient sales. Bill has been actively soliciting reports from users as to their actual reasons for not buying WordPerfect to date, including bug reports. So far, Bill tells Z\*Net that his mail has been primarily negative, bashing him and Atari for flubbing the WP deal.

What he NEEDS are letters to take with him to WordPerfect in July. Those letters should say what YOU think about WordPerfect, both in the current incarnation for the Atari and what would make you buy a new version. Reasons you didn't buy the existing version are important too.

Atari Corp, Bill Rehbock  
1196 Borregas Blvd  
Sunnyvale, CA 94088

And/or direct to:  
WordPerfect  
1555 North Technology Way  
Orem, UT 84057

Z\*Net #91-25, June 14, 1991

**NEW LYNX Newsletter Announced**

Okay all you Lynx players - get ready! The first issue of GameMaster, the Newsletter for Atari Lynx Players, is in production and will be available soon. GameMaster, published by Computer Publications, Unltd. (St Connection) will bring you news and information on all the newest games and hottest hits for the Lynx Game System. You will also find a minimum

of 2 reviews each issue, a full page of tips and hints and a current listing of which game cards are now available or coming soon! GameMaster will be published 10 times per year. For just \$10, you can get every issue mailed directly to you - 1st class!

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**\$29 ATARI MODEM DEAL**

On the back cover of the latest DAMARK "Great Deal Catalog" is the familiar Atari SX-212 1200 baud modem for only \$29.99. According to Atari, about 10,000 of the Hayes compatible 300/1200 modem were sold, cash in advance, to the Damark liquidation and close-out specialty mail order company. The SX-212 features the standard RS232 port for use on any computer, plus the 8-Bit Atari SIO port that allows use on an 8-Bit Atari without further adapters or interfaces. At \$29, it is an unbeatable bargain despite its lack of 2400 baud speeds. Damark Item Number B-373-181504 from catalog B-373-2329, call 800-729-9000 to order.

Z\*NET Issue #91-27, June 28, 1991

**PORTFOLIO SAVES THE WORLD**

Hold on to your Atari Portfolio, it just may help save the world some day! The 16-bit personal computer plays a key role in two sequences in the new Schwarzenegger blockbuster,

"Terminator 2: Judgement Day." In the first sequence, the young boy hero uses his Portfolio to break into a bank's automatic telling machine (We'd like to know if that program is public domain!!). The other is later on during one of the film's many climaxes, in another break-in attempt with a locked door. Incidentally, you heard it here first -- the film will blow you away!!

Z\*NET Issue #91-27, June 28, 1991

**ATARI PLANT SALE FINAL**

*Sunnyvale, California*

Atari Corporation on June 27th announced the closing of the sale of its Taiwan property for \$60 million and has relocated assembly operations with subcontractors in various countries in the Far East. Portion of the proceeds will be used to reduce bank debt of approx. \$27 million.

Atari also reported that due to adverse market conditions, especially a slowdown of sales in Europe, that it expects sales for the current quarter ending June 30, 1991 to be substantially below that of the second quarter of 1990.

*STRReport? Issue No. 7.26,*

**APPLE CUTS 900 JOBS:**

This week Apple 900 jobs. There are a total of 1,200 jobs scheduled to be cut but the rest will come from a "combination of factors". Not only did the company cut 900 jobs, but also reduced executive pay by 5-15%.

Apple Chairman John Sculley also took a pay cut of 15% and other top executives took cuts ranging from five to 15%. It is unlikely that Apple's top management will be heading for the poor-farm though, as its five highest paid executives received a total of \$9.9 million in salaries and bonuses in 1990. Sculley himself was paid \$2.2 million, in addition to the \$14 million he received from various stock deals.

*STRReport? Issue No. 7.26*

**Utility Mini-Review**

# MultiDesk

**Jeff Weaver**

Aren't desk accessories great? They're loaded at boot-up, so all you have to do is select one from the DESK menu and start working, even from within a GEM program you're already running...sort of like "mini-multitasking!" With desk accessories (DAs) running the gammit from ones that show free memory to ones that provide complete terminal emulators, it's a shame that we're limited, by our Atari computers, to loading only six at a time! Or are we...?

MultiDesk is a desk accessory that allows you to load as many other DAs as RAM will allow. Perhaps the best part is you can "de-install" a

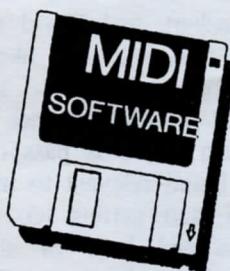
DA after you're done using it, and MultiDesk will free up that RAM to use for loading other DAs (or running a program), so the number of accessories that can be loaded in one session is infinite!

Configurations can be saved that allow MultiDesk to load a specific group of your DAs upon boot-up, or you can just load them as you need them. Another interesting feature is that MultiDesk can be run as a program, simply by changing the name from MULTIDESK.ACC to MULTIDESK.PRG. Then MultiDesk runs your accessories like stand alone pro-

grams. This is great if you're concerned about the amount of RAM your accessories might consume. To make things even easier, MultiDesk, as a program, can be installed as an application, so all you need do is double-click on the DA you want to run...

Although I've seen free Public Domain software that claims to do the same things as MultiDesk, they just don't compare to this quality Code-head product. MultiDesk is compatable with nearly every ST system, works with virtually every desk accessory made, and comes with a 30 page manual that clearly explains every feature and operation.

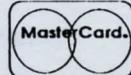
MultiDesk is highly recommended. Cost: Between \$17-\$21.



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## Telecommunications

# Online with Jonesy

**Mark Jones**

Recently someone asked about protocols. More specifically, "What are all these protocols, and what do they mean?" Good question.

It wasn't very long ago that all I knew about 'protocol' was that it was something used to determine who sat where at a formal dinner for heads of state. Referring to my dictionary, I find that the use of the word as it applies to computers isn't given.

However, the primary definition starts with the words "The forms of ceremony and etiquette..." and this is really not that far off the mark for our purposes.

There are computer protocols for many uses, all relating to communication at some level. A chip designer working out the manner for different components to send each other data or a telecommunications engineer implementing a data-transfer node design are both dealing within the framework of a mutually agreed-upon set of rules for what they're doing. It may be helpful to think of a protocol as being a 'rule or pattern for behaviour' - computer etiquette, as it were.

Our interest is the "file transfer protocol" to use when we're dealing with our modems to 'talk' with other systems. It's one thing for us to simply type messages and expect our terminal programs to 'take care of it'; it's quite another when you stop to think that somewhere inside those containers in front of us is a combination of machinery and software that's controlling where, when, and how bunches of electrons are to be moved from place to place, and doing so in concert with another computer many miles away.

So a file-transfer protocol is just that - a set of rules that tells what

particular information goes where and when; in short, how to transfer a file. All well and good, you say, but so what? Well, for example...

The first time I stumbled across a file section on one of the first boards I called, I found a file that looked interesting, so I thought to download it. The question on my screen was "Download this file? Y/N". That's easy, I thought, and hit "Y". The next screen display from the BBS was this:

What protocol do you want to use?"

- (1) Xmodem
- (2) Ymodem (Xmodem-1k)
- (3) Ymodem-G (batch)
- (4) Zmodem
- (5) Kermit
- (6) ASCII text capture

Right then I noticed that there were three choices I desperately needed that weren't given:

- (7) Huh?
- (8) Wait a minute, I gotta look this up in my manual...
- (9) Help!

Luckily, I was logged on with a very friendly and easy-to-use program (Flash), and I vaguely recalled reading that files that had an extender indicating they were archived (compressed) meant they should be treated as binary files; that is, not to use the ASCII, or text, transfer. Well, that was one choice eliminated.

Since under the menu item in the GEM screen of Flash for 'download' there were only two choices (Xmodem or ASCII), the choice I had to make was made for me. Whew!

So I successfully downloaded the file, and thought no more of it.

Until the next time, when I started wondering what all those other choices were.

Now at this point I was curious, but not nearly curious enough to go to a good engineering library to pore through the proceedings of the ISO (International Standards Organization) and such. All I wanted to know was, for my system, what were my best choices, and maybe a little bit about why.

**"For the technically-minded, we've got good resource people right in MilAtari..."**

For the technically-minded, we've got good resource people right in MilAtari, among them Bill Janutka, Rich Dankert, and David Mumper, to name a few, who can likely tell you all you ever wanted to know about this, and a whole bunch more. All I'm going to do is pass on a bit of what I found relevant to my situation. When I start getting too deeply into the nuts and bolts of all this, my head begins to hurt. <g> Besides, I'm not planning on building modems or writing my own transfer protocol; all I need to know is what to use to upload and download with few problems.

Let's take a quick (and superficial) walk through an Xmodem transfer. You've told the computer that you're logged onto (the host) that you want to download a file. At this point, the host is ready to begin sending, and is waiting for you. According to the commands needed by your communications program, you then tell your program to go ahead and start the download.

Continued on next page

Jonesy  
from previous page.

The first thing that happens is that your modem will send a byte or two that tells the host "Hi, I'm here, and I'm ready to receive". If your modem has a row of indicator lights, you can watch this happening, although some of the messages are so brief you may not catch them. Mine has, among others, LEDs for RD (receive data) and SD (send data).

At this point, the transfer of your file actually starts, and the first 'packet' or bundle of data is sent to you. In xmodem, it's 128 bytes long. Actually, it's a tad longer; the 128 bytes is the actual file information, but there's also things like 'header' bytes and 'checksum' bytes, so the real packet length is more like 132 to 135 bytes, depending on which form of checksum is being used. (The 'checksum' is a method of checking to insure that the data has been passed correctly.) Also, after getting the packet, your computer sends a quick "packet received OK" message to the host; if the checksum was off because the packet was garbled by line noise, it would send back "hey, I didn't get that" and the host will re-send the packet.

[For those of you still reading, who haven't thrown down the article in disgust at the liberties I've taken, or whose eyes haven't glazed over, we're coming into the home stretch.]

Well, this Xmodem protocol worked, and I was happy with it. But then I got to thinking it was a bit slow, so told Flash to try using the Xmodem-1k setup (known by many as Ymodem); here the packets are 1024 bytes long, and it does go faster, since there are fewer interruptions for control messages.

Ymodem-G, or batch Ymodem, I skipped, because at the time I didn't have a communications program that could use it. Batch Ymodem lets you transfer multiple files in one operation, rather than having to proceed one at a time as with Xmodem. I've since used it, and it can be real

handy.

Finally, I started hearing about this great new protocol, Zmodem, which was not only much faster, had better error-checking, but would resume a transfer at a later time if there had been an interruption during an earlier attempt. Well, it is, it has, and it does.



Zmodem is an example of what is called a "streaming" protocol. Rather than having the receiver acknowledge each packet before the next one is sent, the host continues sending packets with only a slight pause between them, unless it gets an error message from the receiver. It's much faster than the constant 'stop and go' of Xmodem. Unless the line is very noisy, I can get close to the maximum transfer rate of my 2400-baud modem, around 220 characters per second, compared to 110-120 or so with straight Xmodem. The resumption of aborted transfers has worked flawlessly on the few occasions it's been needed. (The first time I saw this work, 'automagically' from inside ST Aladdin, my jaw dropped.)

As for Kermit, would you believe that was developed by Jim Henson for sending love letters to Miss Piggy? Uh, no, I didn't think so. I seem to recall it was originally developed for transfers between various mainframes; exactly what it is, I haven't the foggiest, and since I haven't had occasion to use it, my

'curiosity quotient' on it was low. Consider, please, that now I've got more homework to do. <g>

ASCII transfer I've used a few times, mostly to upload the text of a reply from capture buffer or disk into a message. It works fine, is not particularly speedy, and it pays to carefully read your manual on what settings to use.

There are other transfer protocols. CompuServe, for instance, has their own proprietary one called CIS-B, and a newer version, CIS-B-Plus. These are faster than Xmodem, with good error checking. To use them, your comm program must be able to talk in 'Vidtex' mode.

Remember, though, that choosing a protocol to use is not just a matter of finding the newest or fastest one. Aside from the necessity of using one that works not only on your system and is offered by the BBS, there may be times when other factors intervene. Xmodem with CRC checksum enabled might be better than another on a particularly noisy line, for instance.

That's it for this month; I hope I haven't mis-stated things too badly or thoroughly confused anyone. <g> If you haven't been on-line lately, why not? There's always useful files, plenty of friendly and helpful people to meet, and lots of interesting conversation. As always, your questions, comments, and suggestions are most welcome, and appreciated.

The Now-For-Something-Completely-Different-Department:

If you haven't yet decided to volunteer at GenCon, and you will have some time available, please reconsider. There's a lot of good things I can say about it, but in sum: it's a blast!

Dennis Wilson

# ST PD Update

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MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 326 - DEMO

### UTILITY (DS)

**MVG\_DEM9:** Multi Viewer Graphics V2.00w Demo - This is one of the finest graphics handling programs around! It reads in all resolution Degas pictures, Neochrome high and low resolution pictures, Tiny pictures, MAC pictures, and, of course, IMG files. The latter can be any size from 1x1 to 32767 x 32767 pixels. With it's modules, MVG can also read PCX files, simple IFF files and there's new modules all the time! The program writes: Degas PI3/PC3, NEO high resolution files , MAC (true compatible MACs only), and of course, IMG files (standard or compressed). After being read into the program, the picture can be modified using the program's drawing mode or the built-in standard editing functions of Flip Horizontal or Vertical, Rotate 90-degrees, Invert, and Erase all. It has 4 built-in fonts and a text window where you see the font face as you enter text. It also imports GDOS font files (a special buffer is

set aside so you can use fonts up to 44k in size). This demo version has 3 missing sections: 1) you cannot SAVE a file. You can edit it, but you cannot save it. 2) the printer functions are fixed at STANDARD mode, the HP driver is ONLY 300 dpi, the 9-pin is ONLY 120x144 dpi, the 24-pin is ONLY 180 x 180 3) The "RUN OTHER" function is disabled. To use this demo, a monochrome monitor is required (It is also big screen monitor compatible!), and 1 MEG of memory. A printer is not required, but it supports 9-pin, 24-pin and HP DJ/LJ printers. Also included on this disk are 6 sample IMG with "Food" themes, for your use in running the demo.

## DISK 327 - DEMO DISK

### ANIMATION AND GAME (DS)

**CARTOON:** Viking cartoon characters have an adventure in ancient Rome. Numerous colored cartoon pictures with musical accompaniment.

**CYBERCON:** An animation demo of a rotating cube.

**X2DEMO:** Xenon 2 Megablast Demo - A self-running demo of this spectacular overhead-view arcade game.

## DISK 328 - DEMO DISK

**ELVIRA:** Elvira, Mistress of the Dark Demo - A self-running demo of this role-playing game. Just watching sample scenes from the game is a pleasure in itself, but those of you who are into role-playing games will want to have this one after seeing the demo. The graphics are excellent, but be warned, they are more "bloody" than in most games of this genre. Yes, Elvira is featured in some of the scenes.

**PROTEXT:** Protext V4.2 Demo - This word processor demo is definitely worth having to check out the many features of this fine word processor. It has too many features to list in their entirety here, here are some of the important or unusual ones: It has background printing, box as well as block manipulation, and a built-in calculator. Most features can be configured to your preference with the easy-to-use menu driven configuration program. A fast 70,000 word dictionary is included. It has a unique command input screen. Commands can be stored and recalled with cursor keys, and can be stored in exec files for easy use. There is also a flexible file conversion utility to convert files to other word processor file formats. It has hyphen feature for inserting soft and non-break

Continued on next page

**ST PD Update**  
from previous page.

hyphens. Included is a line drawing feature which is ideal for drawing lines around text. The program also has many printing options, including unusual ones like the ability to print proportionally spaced, right justified text. The demo is fully functioning, except that the length of documents that may be edited is limited to 2k, and the printer drivers are limited to the 6 included ones. This disk is set up to autoboot the Elvira demo, so boot your computer before inserting this disk in order to access this demo.

**DISK 329 - DEMO DISK**

**GAME AND ANIMATION (DS)**

- BATTLEM:** Battlemaster Demo - A playable demo of an overhead-view role playing game.
- LOWDEMO:** A small low resolution demo of moving color patterns.
- POND:** James Pond, Underwater Agent - A playable demo of an arcade game wherein the famous underwater agent must foil plans for subterranean domination. Very cute and colorful, with numerous screens even in this demo version. Also on Disk 303.
- TENTACLE:** Tentacle Demo - A self-running demo of a number of screen shots from the game with musical accompaniment.

**DISK 330 - GAME DISK (DS)**

- DANDY:** DungeonMaster's Workbench - A utility to make playing Dungeons & Dragons easier. The idea is not to replace the manuals, but to reduce the need to constantly page through them. All rules and concepts embodied in this program are the intellectual property of TSR Inc. and are adapted from their Advanced Dungeon's and Dragons Handbooks. Players should refer to these sources for complete and definitive information.
- EB\_CITY:** El Bozo's "City Out of Bounds", An Interactive Science-Fantasy-Adventure. A text adventure game. The accompanying documentation file is in German, but aficionados of the genre should have no trouble figuring out the game play.
- CARS:** Super Cars II - A playable demo of an overhead view arcade game. The game has 1 or 2-player modes. The 2-player mode is split-screen. The game has 10 competing cars, 21 courses in several styles, with banked hills, trains, level crossings,

opening gates, crossovers, shortcuts, bridges, tunnels, chicanes, and jumps. Extras include front and rear rockets, homing missiles, mines, rams, armour, nitro boost, machine guns, and turbos. There is also a selection of bonus screens to win more cash and points.

**CHUCK:**

Chuck, a typical cartoon caveman, has had his wife kidnapped by the evil Gary Gritter. His mission to search for her. Naturally, he has to overcome a nasty collection of critters before finding her! In his favor, is that he can jump, swim, and lift heavy rocks. The rocks can be thrown at oncoming dinosaurs and be used as steps to get to otherwise inaccessible areas. Even when Chuck isn't carrying anything, he can still use his huge stomach to "Belly-Butt" enemies or kick them out of his way with his enormous size 14 feet. This is a very cute, playable game with excellent graphics and sound.

**LIFE\_GEM:** Life V2.4 - A GEM-based version of the program life. Monochrome only.

**RECOIL:** A side-view scrolling game reminiscent of Defender. In this one, your fighter hangs from a coil at the top of the screen.

**SLEUTH:** Sleuth - Can you solve the crime of Sir Harry's murder in the mansion? The only way to nail the culprit is by questioning the guests at Grimley Manor. One of them is the murderer! Your job is to find him or her, the time the ghastly deed took place and where. There are well over 300 different mysteries to solve so get cracking. The game will not run a the same sequence of murders every time you start up the game. So beware, it's a different game every time you boot up. This version of the game has better graphics than a similar one put out a few years ago. It has a musical background and is generally more "professional looking".

**Do a Demo - Get a  
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meeting.**

*For more information, contact  
Bruce or Joe.*

*Michael Koepp*

## New 8-Bit PD!

### Disk 261- Printer Utility

The Works by Tom Hunt. Boot disk. A typesetter for the eight-bit: icons, four column text, allows different fonts on the same line, and much more. Startup.bat file in arc form included for you Sparta Dos users. Docs are included.

### Disk 262

MT3DEMO.: Midi/World Music demo of the Miditrack. Real sharp and informative on using the program. Very little sound though.

LOTTOINIT: Designed to help pick your winning ticket. All files with LOTT\*. are part of the program. Lottohis is the history and Lottodoc are the docs. Enter the Megabucks winning numbers from the start of the lottery (which can be a lot of work) and it will tell you which numbers will be most apt to win. The file comes with some other lottery history. The AUTO-RUN.SYS and BASBOOTR came with this program and can be used to run any basic program from bootup.

[If someone enters the Wisconsin data would you please donate it to the club. I have very little time myself to do it but would get it done sooner or later. Who knows, you may win and be able to get a hard drive for your computer. They are nice!]

OILDEMO: Real sharp learning experience. How we drill for oil and get it to the refinery.

ROADER: Race your car as the road narrows.<hint> Try Turbo Basic <disk 263> on this one!!

### Disk 263

Turbo Basic by the Atari user group in Holland! Speed up just about any basic program and get THREE TIMES THE SPEED!! A must for any programmer. This basic has 42 more commands and 22 more functions and will give 1603 bytes more than Atari Basic. Has most DOS commands and is insensitive to upper and lower case letters. Will work only on the XL,XE machine.

### Editor's Choice

## Radical Type

**Michelle Gross**

Just before deadline I received my first issue of Radical Type, a newsletter for Amiga and Atari Publishing. For those of you interested in Desktop Publishing (DTP), this newer magazine is just the ticket.

Radical Type (RT) is published bimonthly in British Columbia, Canada, for \$19.80 a year. The cover price is \$3.95, but I haven't had the opportunity to see if it is carried locally. Considering the price of mailing from Canada, I'd say the subscription rate is a good deal.

But, what's inside?

The first issue I've received is the February/March issue (Volume I No. 5). Topics covered include an excellent article on recycled paper, a look at DTP books, Tips & Tricks, an examination of some fonts available commercially and in the PD, review of clip art packages and more. They have packed a lot of material in 30 pages, with little advertising for fill.

RT also offers a Public Domain Club, an excellent source of clip art and fonts.

The editor does not indicate what hardware or software is used to produce the magazine, but whatever is used, RT is a professional product. The cover is semi-glossy, and inside pages are printed on recycled paper.

I am looking forward to my next issue, hopefully the magazine will help me in my DTP hobby - you be the judge!

To subscribe write:

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**Have a splashin' good time this summer!**

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## \*\*\* FOR SALE \*\*\*

Complete MIDI System The MilAtari Resale Shop is pleased to offer a complete MIDI system for sale for only \$125.

This system features:

Yamaha PSS-480 multi timbral keyboard Steinberg Twelve MIDI Sequencer PSS-480 Patch Editor/ Librarian MIDI Cable Complete Instruction Manual

The Yamaha PSS-480 keyboard is multi timbral which means it can play up to 8 instruments simultaneously, independent of each other, ie. its like having 8 separate MIDI keyboards playing at once! It is MIDI compatible with IN-OUT ports, and can be controlled by an ST (with the included software) or by any other MIDI controller device!

This is an ideal introductory MIDI system to learn and grow with. Please contact the Milatari Resale Shop Manager evenings from 6:00-10:00, ie. ME, Tom Bardenwerper at 332-6762. This system is available BEFORE the July meeting but only if you call me OR post a message on the BBS.

## Your ad could go here!

MilAtari Members can advertise free in the MilAtari Limited Edition. Non members can advertise for the attractive rate of \$5 for a 1" ad. For more information, or to place an ad, contact the Editor at 628-4435, or leave mail on our Club BBS.

## FREE AtariUser Magazine!

Members of MilAtari also can receive the newest ST specific magazine, AtariUser, by simply attending our meetings. The mags are available at the front desk. If you don't see them there, then ASK.

Another benefit of belonging to MilAtari Ltd!

## Write an article-get a FREE PD disk of your choice!

Members who write articles for the MilAtari Limited Edition are entitled to a FREE PD disk upon publication. To redeem your free disk, see Michelle, Ed, or Lee at the following MilAtari Meeting.

## July/August Issue

In order to cut costs (and for other considerations) we will not have an August issue this year. Other considerations include: No new PD in August, GEN CON, Picnic preparations, and a much needed break by the board and cast of volunteers!

Not to fear, we are gearing up for a fabulous September issue, so fire up your word processors and submit!

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